DISCOVERY AND DETECTION OF EVENTS IN INTERACTIVE CONTENT

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present invention generally relates to interactive content. More specifically, the present invention relates to discovery and detection of events occurring during session play of interactive content.

2. Description of the Related Art

[0002] There are presently a wide variety of interactive digital content that are available to view through online outlets (e.g., Twitch). Within communities of such online content consumers, highly-skilled or otherwise notable players can achieve celebrity status and attract a large following. Similarly, various online digital games have also seen dramatic increases in popularity and attract an ever increasing number of participants and spectators alike.

[0003] Spectators may face difficulties, however, in discovering or identifying content of interest. A spectator of games may avail themselves of a stream from a variety of online media outlets. Such outlets may publish numerous games from numerous players (including players who are not participating in tournaments), however, making it difficult or at least inconvenient for the spectator to identify which games may be of interest. Such inconvenience risks loss of an interested audience of spectators.

[0004] The ability to attract, retain, and encourage repeat spectators is especially important to professional and semi-professional players whose gameplay may be sponsored. In addition to players who may be sponsored, commentators and other individuals who may seek to provide content related to tournaments may also face various difficulties in obtaining tournament data.

[0005] Particularly difficult for a spectator is identifying events of interest in close to real-time so as to be able to access the associated stream. For example, a particular game session may involve highly-skilled players on the verge of breaking all-time records. Spectators may wish to watch the actual record being broken in as close to real-time as possible. There is currently no way, however, for a spectator to know when such an event is about to occur unless they have knowledge of such records, are already watching, or are notified by friends who are currently watching. Word-of-mouth may not be particularly efficient or effective at informing a prospective spectator in time, however, and the prospective spectator may not be able to access the stream in real-time. In some instances, such delay may mean that the spectator may be "spoiled" as to the outcome or may be forced to wait for the stream to be archived and made available for access.

[0006] There is, therefore, a need in the art for improved systems and methods for discovery and detection of events occurring during play of interactive digital content.

SUMMARY OF THE CLAIMED INVENTION

[0007] Embodiments of the present invention allow for discovery and detection of events occurring during play of interactive digital content. A plurality of game titles may be hosted on a gaming network platform, and gameplay data in sessions involving the plurality of game titles may be tracked in real-time. Each session may be associated with a stream. One or more event criteria may be stored for each of a plurality of predefined events of interest. An event of interest may be identified when the tracked gameplay data for a session meets the stored criteria. A list of available streams identified as including the identified event may be sorted, and a subset of the available streams may be identified as being at a top of the list. A notification may be provided to a spectator device, the notification including a link to one of the streams in the subset. The criteria for the event of interest may also be updated based on subsequent game data and feedback (e.g., use of the link).

[0008] Various embodiments may include systems for discovery and detection of events occurring during play of interactive digital content. Such systems may include at least one game network server that hosts a plurality of game titles and tracks real-time gameplay data in sessions involving the plurality of game titles where each session is associated with a stream. Systems may further include at least one analytics server that stores one or more event criteria for each of a plurality of predefined events of interest, identifies an event when the tracked gameplay data for a session meets the stored criteria, sorts a list of available streams identified as including the identified event, identifies a subset of the available streams as being at a top of the list, and provides a notification to a spectator device that includes a link to one of the streams in the subset.

[0009] Further embodiments may include methods for discovery and detection of events occurring during play of interactive digital content. Such methods may include hosting a plurality of game titles, tracking real-time gameplay data in sessions involving the plurality of game titles where each session associated with a stream, storing one or more event criteria for each of a plurality of predefined events of interest, identifying an event when the tracked gameplay data for a session meets the stored criteria, sorting a list of available streams identified as including the identified event, identifying a subset of the available streams as being at a top of the list, and providing a notification to a spectator device that includes a link to one of the streams in the subset.

[0010] Yet further embodiments may include non-transitory computer-readable storage media having embodied thereon programs executable to perform such methods as described above.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] FIG. **1** an exemplary network environment in which systems for discovery and detection of events occurring during play of interactive digital content may be implemented.

[0012] FIG. **2** is a block diagram of an exemplary stream selection engine that may be used in systems for discovery and detection of events occurring during play of interactive digital content.

[0013] FIG. **3** is a flowchart illustrating an exemplary method for discovery and detection of events during play of interactive digital content.

[0014] FIG. **4** illustrates an example of an electronic system with which some aspects of the subject technology can be implemented.

DETAILED DESCRIPTION

[0015] Embodiments of the present invention allow for discovery and detection of events occurring during play of